MOUNT HAVOC CAMPAIGN

Mount Havoc is a short campaign for 1-5 players, comprising 3 consecutive scenarios that form a brief standalone story independent from the base game's narrative.

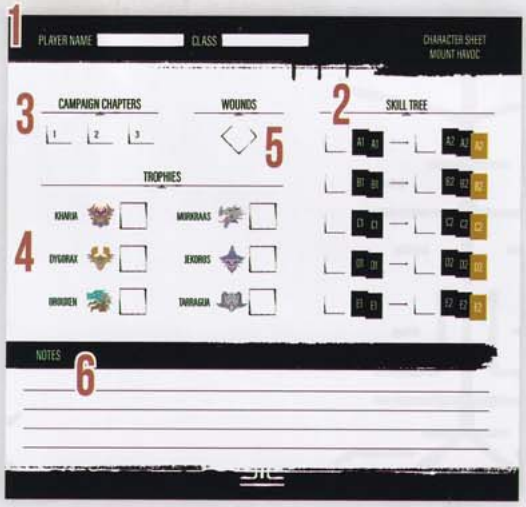
Note: We suggest you complete the base game campaign before playing *Mount Havoc*, so you can fully enjoy the references to game lore and avoid any spoilers about the monsters' gameplay mechanics. In addition, this short campaign presents a high level of challenge, so we would recommend leaving it until you have some gameplay experience.

All the rules you need to know to set up and play the *Mount Havoc* campaign are in this section.
It assumes knowledge of the rules in the *Rulebook*. Anything that is not explained in this section will follow the standard game rules and can be found in the relevant section of the *Rulebook*.

SETUP INSTRUCTIONS

As you play through the *Mount Havoc* campaign, you will be instructed to use many of the base game components. Follow these simple steps to gather the components needed to set up and begin the *Mount Havoc* campaign.

- Form the Random Encounter deck by shuffling together all the Random Encounter cards in this expansion.
- Each player selects one of the 6 available hunters.
- Each player takes the corresponding hunter board and starter deck for their hunter. Your starter deck consists of 24 action cards that correspond to a specific mastery card, and only includes cards with the card ID "S" in the bottom right corner.
- Each player takes a *Mount Havoc* character sheet from this expansion and fills in the fields for their name and character's class. The anatomy of the *Mount Havoc* character sheet is shown below.



Mount Havoc Campaign sheet

1. **Player name and class:** Write your name and hunter's class here.
2. **Skill tree:** You can keep track of your deck upgrades on this skill tree.
3. **Campaign Chapters track:** This is where you keep track of your progress through the campaign chapters.
4. **Trophies:** Each monster you come across in the campaign is represented here by a trophy icon. This is where you keep track of the monsters you defeat.
5. **Wounds:** You keep hold of your Wound cards between the chapters of *Mount Havoc* (more details on the next page). This is where you track of how many Wound cards you are accumulating in your deck as you progress through the campaign.
6. **Notes:** This space can be used for keeping track of your equipment and potion cards during the campaign.

CAMPAIGN STRUCTURE

The *Mount Havoc* campaign is divided into 3 consecutive chapters, with each one counting as a game session. These chapters have a different structure from the ones in the base game campaign.

Each chapter in the *Mount Havoc* campaign has three distinct phases, which you resolve in this order: **Preparation phase**, **Story phase** and **Random Encounter phase**.

If you successfully complete a chapter, you move on to the next one. You have successfully completed the campaign when you complete *Chapter 3*. However, if you fail a scenario, your campaign is over and you must restart from *Chapter 1* (see *Success and Failure* in the *End of the Campaign* section on page 13).

PREPARATION PHASE

In *Mount Havoc*, each chapter corresponds to a different level: *Chapter 1* corresponds to level 1, *Chapter 2* to level 2, and *Chapter 3* to level 3. During the Preparation phase, **the players choose their hunter's equipment and build their decks based on the level of the current chapter.**

You start the campaign with level 1 equipment, and then as you complete the scenarios for the chapters in the campaign, you unlock the higher-level equipment needed for subsequent chapters.

Note: There is no crafting phase in the *Mount Havoc* campaign. The players obtain new equipment simply by successfully completing the scenarios.

Below are the instructions for the Preparation phase for each of the campaign's chapters.

Chapter 1: Each player performs the following steps:

- Choose a weapon, armor, a helm and an item card. **These form your starting equipment deck.** You can **choose from any level 1 equipment cards** listed on the forge cards, as long as you include cards of **a minimum of two different elements.**
- Choose up to **three potion cards** from the ones listed on the level 1 Herbalist card. These form your starting potion deck.

Chapter 2 and 3: Each player performs the following steps:

- Upgrade all the cards in your equipment deck by replacing them with the corresponding cards that match the current chapter level (e.g. replace a level 1 Crystal Helm with a level 2 Crystal Helm card).
- Choose up to 2 equipment cards for the element that corresponds to the monster you defeated in the previous scenario, and add those cards to your equipment deck. Make sure that the level of the equipment cards you take matches that of the current chapter.
- Choose 3 potion cards from the ones listed on the Herbalist card, making sure that the level of those potions matches that of the current chapter, and add those cards to potion deck.
- Upgrade your card pool by moving up as many upgrade steps on your skill tree as the level number for the current chapter (i.e. move up two upgrade steps in *Chapter 2* and three upgrade steps for *Chapter 3*). For more details about the skill tree, see page 49 of the *Rulebook*.

At the end of the Preparation phase, select your equipment and potions from your respective decks and build your action deck for the next scenario (see more details about deckbuilding on page 50 of the *Rulebook*).

Unlike the base game campaign, **any Wound cards you receive during combat must be kept between chapters and included in each action deck you build during the campaign.**

Note: A player cannot have more than 3 Wound cards in their deck (the Wound card reserve for each player must have a maximum of 3 cards).

STORY PHASE

During the story phase, simply read out the narrative introduction for the current chapter. You can find the chapter introductions starting from page 16 (in the *Campaign Chapters* section).

RANDOM ENCOUNTER PHASE

In *Mount Havoc*, players do not choose the quests or the monsters they will face. Instead, the scenarios they play are randomly determined by the random encounter deck.

During the Random Encounter phase, players draw a random card from the random encounter deck to determine the scenario to be played in this chapter. Each card in the random encounter deck corresponds to a specific scenario.

From page 26 onwards, you will find all the setup instructions for the scenarios that correspond to each of the random encounter cards, plus any special rules you need to apply.

The monster **aggression level** for the scenario is the same as the current chapter level number (i.e. *Chapter 1* -> Aggression level 1; *Chapter 2* -> Aggression level 2; *Chapter 3* -> Aggression level 3).

Note: You can only play each scenario once during the campaign. After drawing a random encounter card and playing the corresponding scenario, remove that card from the game (do not put it back into the random encounter deck), so you cannot draw it again in the following chapters.

Set up the scenario and play through it. Then:

- If you successfully complete the scenario, advance to the next chapter.
- If you are defeated, you have lost and the campaign ends immediately (see the next page).

ELEMENTAL WEAKNESSES

When you reveal the scenario you are going to play, you may discover that the monster is weak against the elements on your equipment cards.

When you set up the scenario, if the monster's elemental weaknesses give you deck advantages, you may modify your action deck in line with the standard rules about effective equipment and deck advantages (refer to page 51 of the *Rulebook*).

HOW TO SAVE THE GAME

It is easy to save the game information so you can resume your *Mount Havoc* campaign later:

- At the end of each game session, each player should place their card pool and their equipment and potions decks to one side, or separate them inside the box. Alternatively, you could write the names of the cards you hold in the Notes section of your character sheet.
- Every time you advance to a new campaign chapter, mark the chapter you have completed with an X and then circle the new chapter number.

END OF THE CAMPAIGN

The *Mount Havoc* campaign can end in one of two ways: Success or failure.

Success: If you successfully complete all 3 chapters, you have completed the campaign. If you do, read the *Epilogue* on page 22.

Failure: Unlike the base game campaign, you cannot reattempt a scenario in *Mount Havoc*. Just one defeat is enough to fail the *Mount Havoc* campaign. If that happens, read the following paragraph.

FAILURE

Suddenly, I open my eyes wide. In my hand, the dagger is ready to attack. I am trembling with fear. My swollen muscles seem to fizz with power and an immense rage runs through me. I get up and stomp forward with heavy, violent strides. I feel that at this very moment, I could face the fiercest monsters in Thyrea.

I stop. Breath. Light floods my room. I can feel the air in my lungs again and feeling returns to my body.

"That nightmare again."

I drop the dagger. I'm back, I'm myself again. I walk across the room to a large mirror. I look at myself. My body is still trembling, but I'm alive. I look up and see my face reflected in the glass. Tears of blood surround my eyes, flowing painfully as if from a wound in my very soul.

CAMPAIGN CHAPTERS

MOUNT HAVOC

CHAPTER 1

I open my eyes. Looming over me, I see a still, gray sky. The immobile sun radiates an eerie pallid light; I cannot feel the warmth in its rays. My hands slide over the sandy ground. I get up. My armor weighs heavy on my shoulders – I feel like I have been wearing it for too long. My comrades around me are still asleep.

"Where am I?"

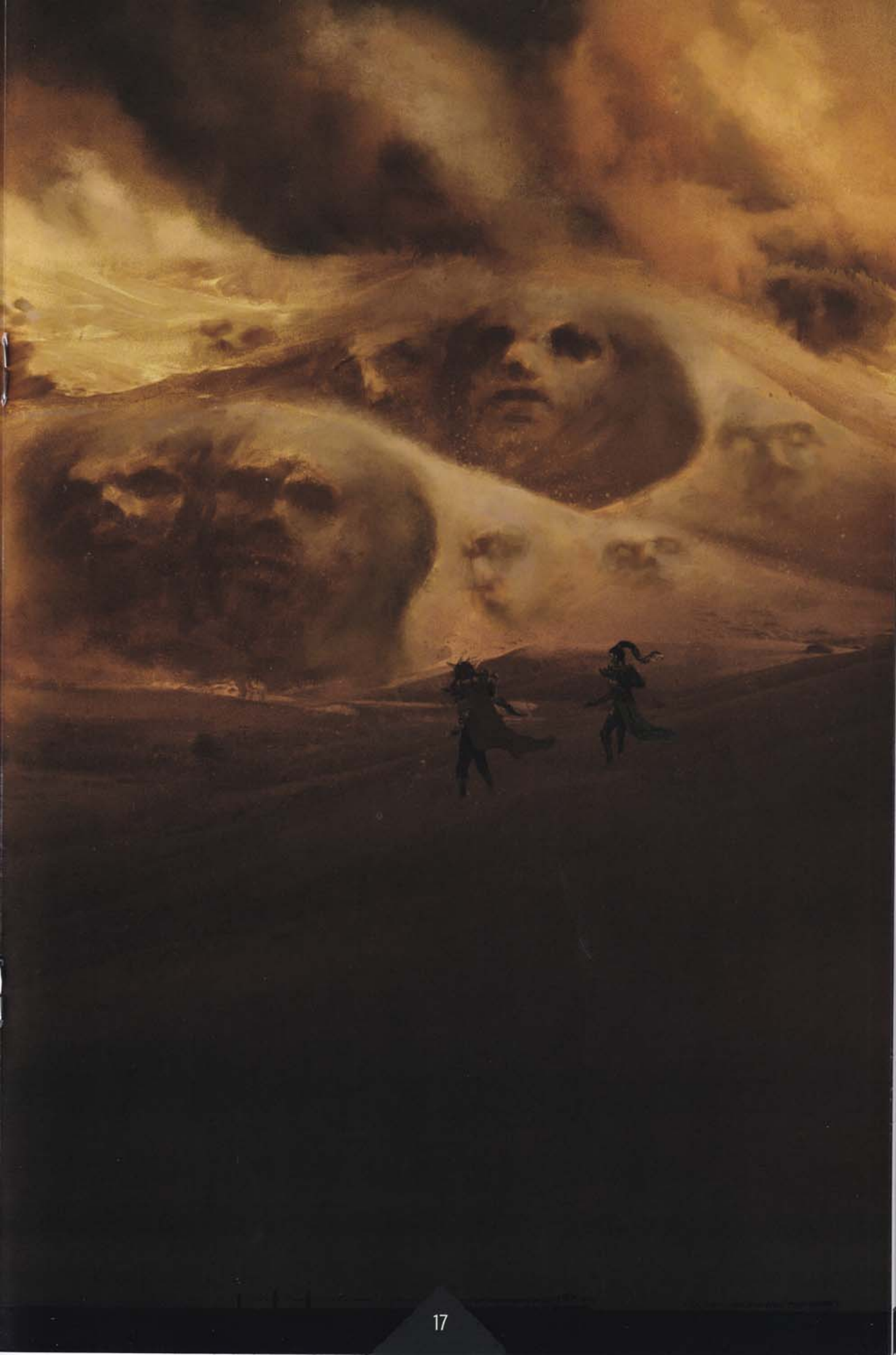
I am surrounded by an ocean of sand, and my footsteps sink into the desert slopes. All around me, as if carved in the sand, I can see countless depictions of human faces on the dunes. They emerge from the desert like faded images of a distant past. I stare at their eyes and their impassive expressions. I feel I know these faces, but it is as if my memories have lost their meaning.

I squeeze the dark sand in my hands. "There is nothing left for me here."

My comrades, now on their feet, glance at me with an empty look in their eyes and, without saying a word, come over to join me. As we make our way across the desert hills, the faces at our feet get distorted with every step we take on the sand. A strong, blustery wind rises ahead of us, roaring with feral rage. A blink of an eye. A whisper.

"We are not alone."

A dark shadow approaches, coming towards us. We are ready to fight.



CHAPTER 2

A blood-stained sunset tinges the air with a gloomy light. Alone and unmatched, the great mountain looms large in front of us. Its sharp peak soars into the leaden sky. A red storm envelops it that seems to be quivering like the beating of an angry heart. Below the mountain, barren valleys stretch bleakly in every direction, as far as the eye can see.

"I must reach that peak."

The blood of battle has not yet dried upon our hands, but I am still steeped in that feeling of violence; it flows angrily in my veins.

The climb is steep, but there is no room for fatigue in my heart. I hear the mountain calling me. It speaks an ancestral language, older than the world itself.

Its rocks seem to tighten around us, as if they wanted to swallow us. They are shaped like beastly faces, monstrous figures that seem to emerge from the mountainside, and, with

wide-open jaws, launch themselves towards us. I stare at those dazed and deformed looks, their expressions strained in desperate violence.

I clutch the weapons in my hands so hard that they bleed. My blood mixes with the monster's, and a deep desire begins to boil in my heart.

"I want to reach that peak. And nothing will stop me."

We look up, panting with anger. A path winds its way up through the sharp peaks, its end obscured by darkness. In that same darkness, we feel something moving. Disturbing noises. Deep, feral breathing.

"It's coming towards us."

"It will be on us any second now."

We are ready to face it.

CHAPTER 3

"You've almost reached the top... Are you sure you want to continue?" a cold, strange voice resonates through the rumbling storm. The tone is flat and emotionless.

"Who said that? Where is this voice coming from?"

I turn around and, as if just awakened from a strange dream, I am gripped by a disturbing sense of vertigo while glancing back at the path I have traveled. The pathway cuts into the steep ridge of the mountainside, like a wound on the back of a monster. Trails of blood and the remains of slain beasts lie on either side to mark our passage.

"How did we get so high up? I don't remember anything."

All around me, a white fog has risen from the ground. Inside this pallid haze, the thunderous sounds of the storm are muffled. I grope my way forward. Suddenly, in the haze, I can make out a dark silhouette; a slender figure is sitting on the side of the path. She is wearing a long black robe with a hood covering her face. In front of her, a small lantern emits a feeble light. She raises an arm and gestures towards a high point beyond the fog.

"Once you reach the summit of the mountain," she whispers in a thin voice, "you will not be able to find the path to get back down again."

A gust of wind sweeps away the mist that surrounds us and reveals the sharp peak of the mountain. Just one final, steep, ascent separates us from the top. My eyes are captivated by its shadowy darkness, which looks so dreadful and so powerful. I turn around again. The hooded figure has vanished, but her lantern lies at the edge of the path. I watch as it emits one last glimmer of light before going out.

The storm rages furiously above me and I am seized by an irrepressible instinct.

"I can't stop now. I have to get to the top."

I leap forward like a hungry beast hunting for food. My bulky armor no longer weighs on my shoulders – it seems to have fused with my skin. With every step, I feel an enormous power awakening within me.

I throw myself into the darkness. It envelops me, interrupted only by the flash of violent lightning from the sky. Something moves in the darkness in front of us. A new enemy wants to prevent us from our ascent. We feel it approaching, but no one can stop me now. It has no idea what awaits it. I have never felt so strong. I am ready to annihilate it.

EPILOGUE

At the mountain peak, the storm envelops everything.

I hear the echoes of distant roars, the dull cracking of broken bones, the violent sound of hearts being ripped out of chests and devoured.

I advance alone, in the dark. My footsteps are getting heavier and heavier. I can no longer hear any sound or feel any contact with the ground. My body is getting more and more powerful, but I no longer recognize its movements or its swollen muscles. My lungs swell, but there is no more air for them to breathe. I feel like I'm being suffocated; I cry out but cannot hear any sound.

I feel myself falling into the depths of a shapeless, infinite darkness, captured by the inky obscurity that unites everything and devours everything...

Suddenly, I open my eyes wide. In my hand, the dagger is ready to attack. I am trembling with fear. My swollen muscles seem to fizz with power and an immense rage runs through me. I get up and stomp forward with heavy, violent strides. I feel that at this very moment, I could face the fiercest monsters in Thyrea.

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"That nightmare again."

I drop the dagger. I'm back, I'm myself again. I walk across the room to a large mirror. I look at myself. My body is still trembling, but I'm alive. I look up and see my face reflected in the glass. Tears of blood surround my eyes, flowing painfully as if from a wound in my very soul.

CAMPAIGN SCENARIOS

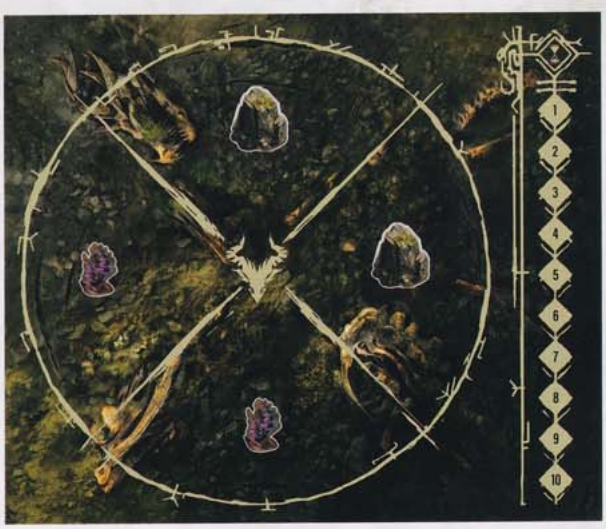
MOUNT HAVOC

KHARJA

SPECIAL RULES

Terrain setup: If the current chapter is *Chapter 1*, place a Sand terrain token ( ) in the front sector. If the current chapter is *Chapter 3*, place a Fog terrain token ( ) in the front sector.

Damaged sectors: In this scenario, players will be instructed to place damage tokens in specific sectors on the board to indicate they have been damaged.
Damaged sectors have no inherent effect in the game, but some of *Kharja's* card abilities will reference them.



2x Cyricae

2x Rock

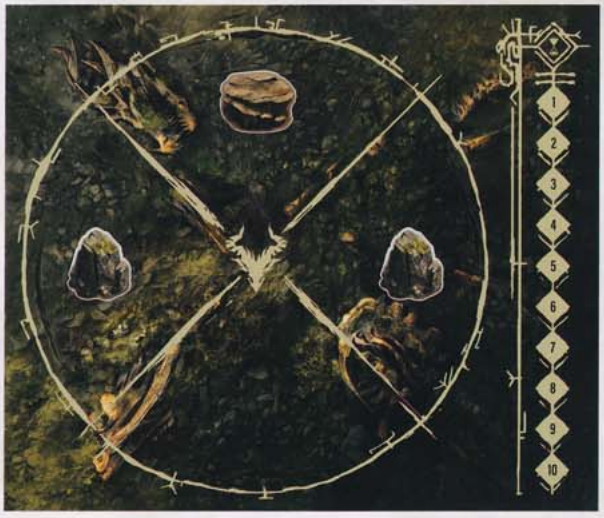
DYGORAX

SPECIAL RULES

Terrain setup: If the current chapter is *Chapter 1*, place a Sand terrain token ( ) in the front sector. If the current chapter is *Chapter 2* or *Chapter 3*, place a Fog terrain token ( ) in the rear sector.

Dust tokens: This scenario uses dust tokens. Keep these tokens near the board and use them when instructed by card abilities during the game. Dust is explained in detail on page 95 of the *Rulebook*.

Hardening track: Set the hardening level to 0 by placing the corresponding marker on the space on the Hardening track. The Hardening track is explained in detail on page 95 of the *Rulebook*.



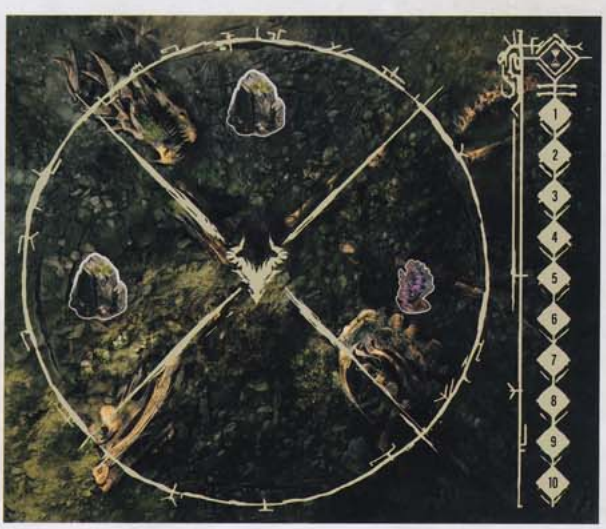
2x Rock

1x Plateau

MORKRAAS

SPECIAL RULES

Terrain setup: If the current chapter is *Chapter 1*, place a Sand terrain token ( ) in the rear sector. If the current chapter is *Chapter 3*, place a Fog terrain token ( ) in the rear sector.



2x Rock

1x Cyricae

JEKOROS

SPECIAL RULES

Terrain setup: If the current chapter is *Chapter 1*, place a Sand terrain token ( ) in the front sector

Charge track: Set the charge level to 0 by placing the corresponding marker on the space on the Charge track. The Charge track is explained in detail on page 95 of the *Rulebook*.

Special attrition cards: Remove all base attrition cards with an attrition value of 1 from the attrition deck, and add in *Jekoros'* special attrition cards instead. Special attrition cards are explained in detail on page 98 of the *Rulebook*.

2x Rock

2x Water

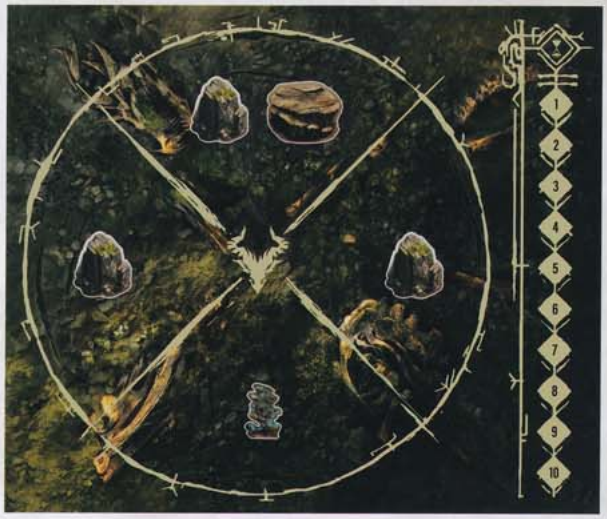
1x Cyricae

1x Baethanis

TARRAGUA

SPECIAL RULES

Terrain setup: If the current chapter is *Chapter 1*, place a Sand terrain token ( ) in the front sector. If the current chapter is *Chapter 2* or *Chapter 3*, place a Fog terrain token ( ) in each of the flank sectors.



3x Rock

1x Baethanis

1x Plateau

CREDITS

MOUNT HAVOC

Game Design and Development: Tommaso Mondadori, Alberto Parisi

Rulebook: Tommaso Mondadori, Giovanni Gambarelli

Rulebook Proofreading: Board Game Circus (Harriet Cooper)

Playtest: Play Up Game Studio

Art Direction: Tommaso Mondadori, Laura Valdinoci

Worldbuilding and Narrative Design: Tommaso Mondadori, Giovanni Gambarelli, Laura Valdinoci

Writer: Giovanni Gambarelli

English Translation and Proofreading: Ciarán Michael Durkan, Margherita Zottola for Centro Linguistico Cesena

Translation and Content Review: Laura Valdinoci, Sara Baroni

Graphic Design: Daniel Comerci

Graphic Layout: Alberto Parisi, Elisa Amadori

Art: Camille Alquier, Daniel Comerci, Consuelo Pecchenino, Francesco Sala

Sculpting: Daniele Angelozzi, Alessandro Depaoli, Andrea Di Natale

Miniatures Consultant: Michael King

Production Management: Alberto Parisi, Tommaso Mondadori, Luca Ricci

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